MAZE CRAZE™

A GAME OF COPS N' ROBBERS

ATARI® GAME PROGRAM™ INSTRUCTIONS

COMPLETE GAME PLAY INSTRUCTIONS

16 GAME VARIATIONS

GAME SELECT MATRIX
Section 6

NOTE: Always turn the console **power** switch **off** when inserting or removing an ATARI® Game Program™ cartridge. This will protect the electronic components and prolong the life of your ATARI Video Computer System™ game.

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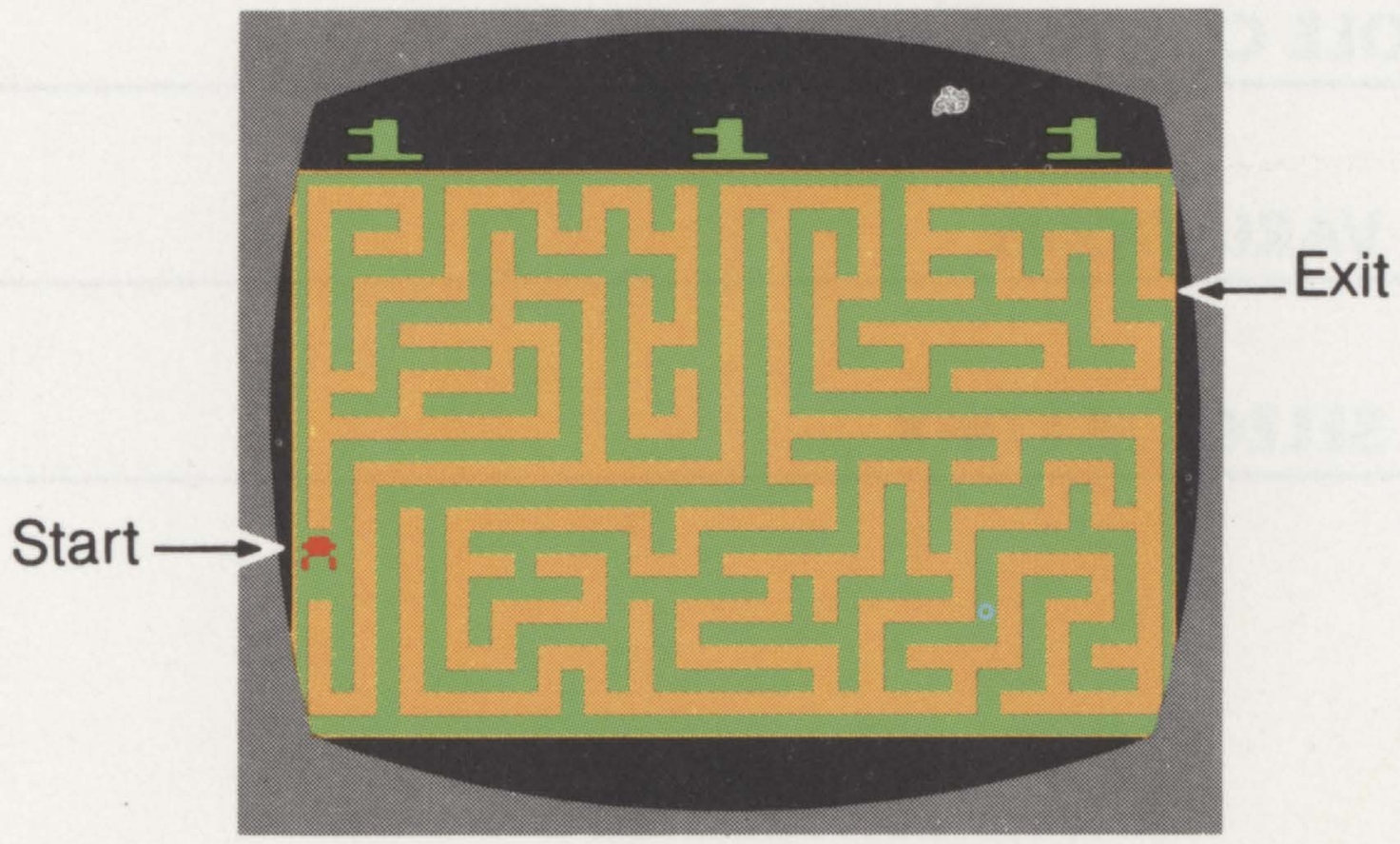
1. OBJECT OF THE GAME

Each player* controls a blue or red cop. Your cop's beat is a maze of city blocks, and you must move the cop from the left side of the maze to the exit on the right, *as shown in the diagram.*

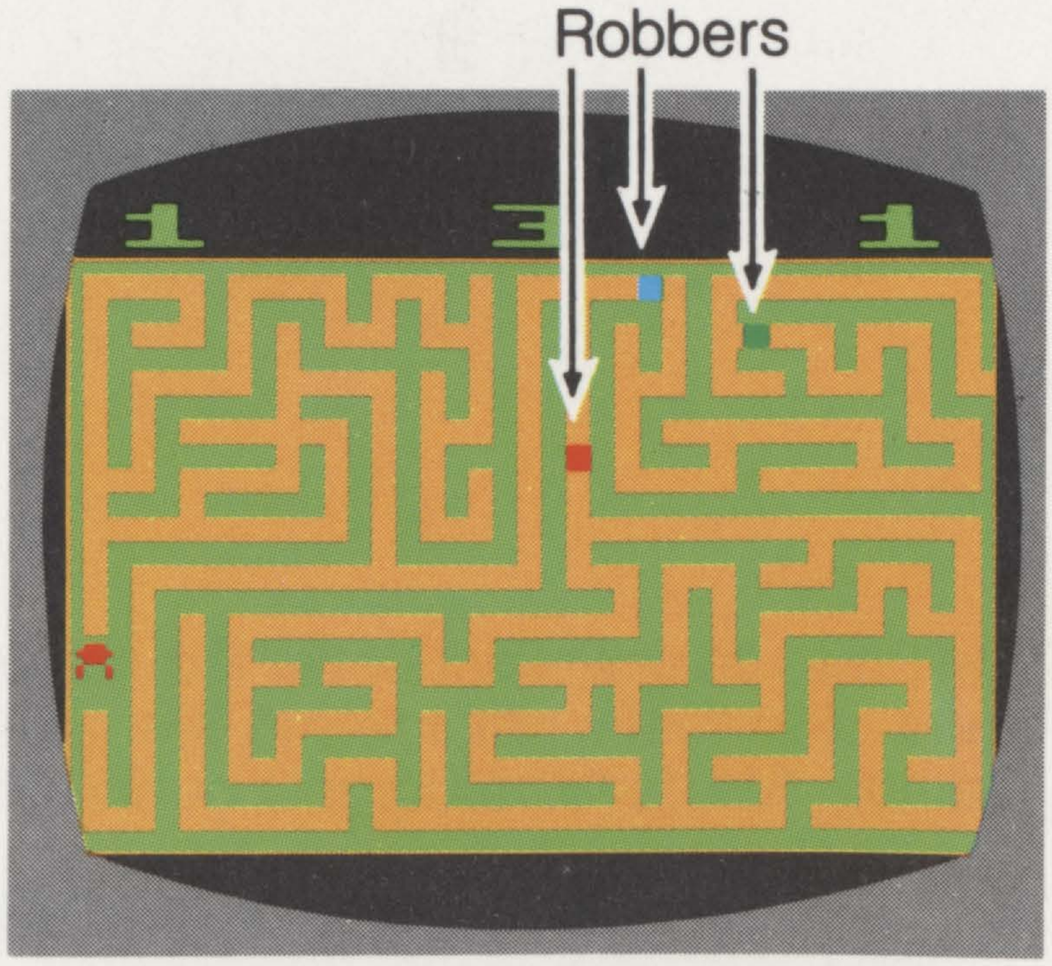
*MAZE CRAZE™ may be played by one player, depending on the game number you're playing. *See* **GAME VARIATIONS** *and the* **GAME SELECT MATRIX** *to determine whether anything has to happen to a second player in order for you to exit the maze and end the game.*



2. GAME PLAY

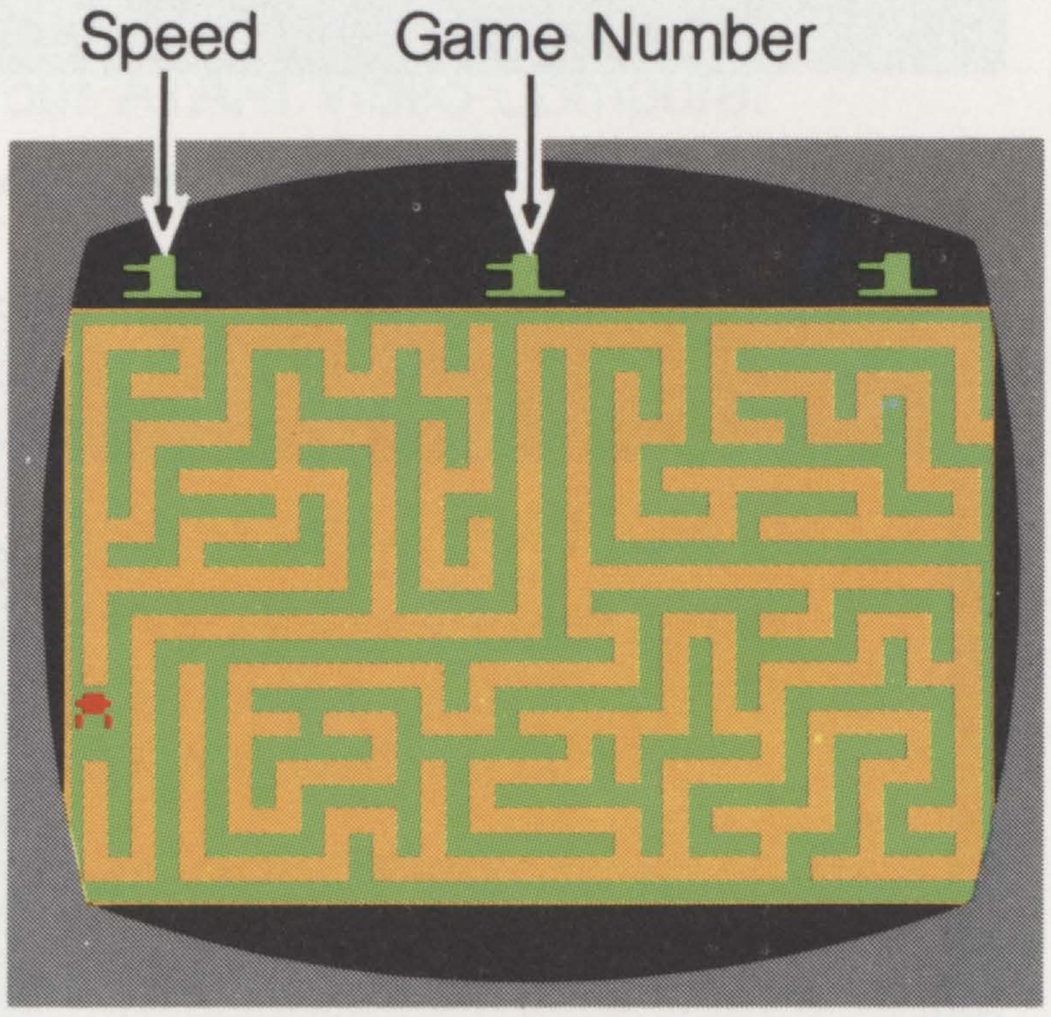
You're a cop confronting danger and suspense as you and your opponent wind your way across the city blocks. The first player to reach the exit on the right side of the maze wins the game.

Throughout the game you may encounter armed robbers, blockades, and other obstacles to prohibit you from finishing your beat.



You'll hear the footsteps of cops, as well as the sound effects when someone bumps into a dead end, or the special sound effects when someone exits from a maze. You'll also experience the unique sound that occurs when a robber captures a cop!

The number at the top center of the playfield represents the game number.



SPEED

How fast can your cop react to danger? The number at the top left side of the playfield represents the speed at which cops and robbers travel:

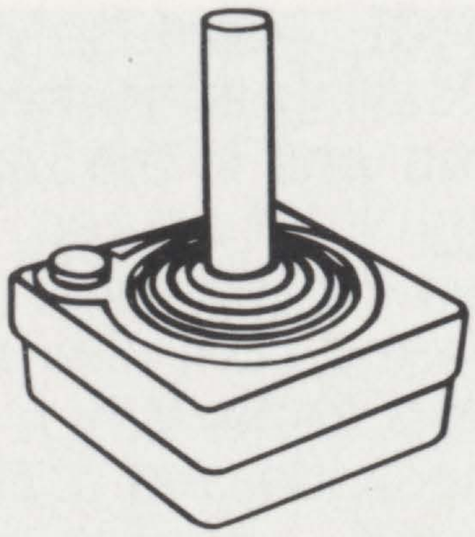
1 - medium
2 - fast
3 - slow
4 - calculatingly slow

VISIBILITY

During some games, all or some of the city blocks may suffer blackouts. The top right number on the screen represents the amount of the maze you can see during a game:

1 - Straight forward action with all of the maze visible throughout the game.
2 - A small portion of the maze is invisible.
3 - Danger increases with a large portion of the maze invisible.
4 - The ultimate in suspense with all of the maze invisible.

3. USING THE CONTROLLERS



Use your Joystick Controllers with this ATARI® Game Program™ cartridge. Be sure the Joystick Controller cables are firmly plugged into the **RIGHT** and **LEFT CONTROLLER** jacks at the back of your ATARI Video Computer System™ game. Hold the Joystick with the red button to your upper left, toward the television screen. *See Section 3 of your owner's manual for further details.*

To move your cop, push the Joystick forward, backward, left or right.

Press the red controller button to:

- Select a new maze for the game you've just completed.
- Use the features offered in some games (*See the* **GAME VARIATIONS** *section for a detailed breakdown of these features*).

4. CONSOLE CONTROLS

GAME SELECT SWITCH

Use this switch to select the number of the game, visibility and speed you wish to play.

GAME RESET SWITCH

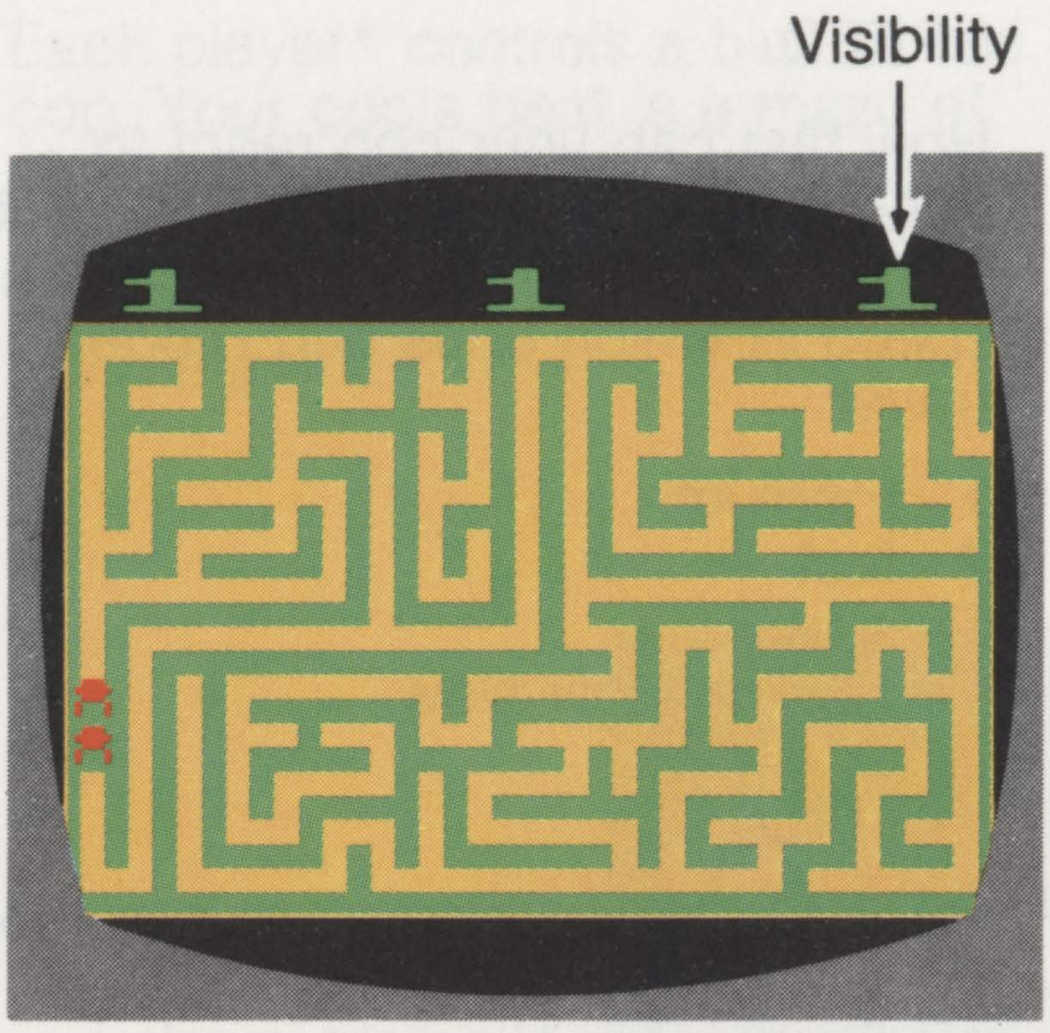
Use this switch to start game play, to choose a different maze for the game you've selected, or to see an invisible maze before you exit.

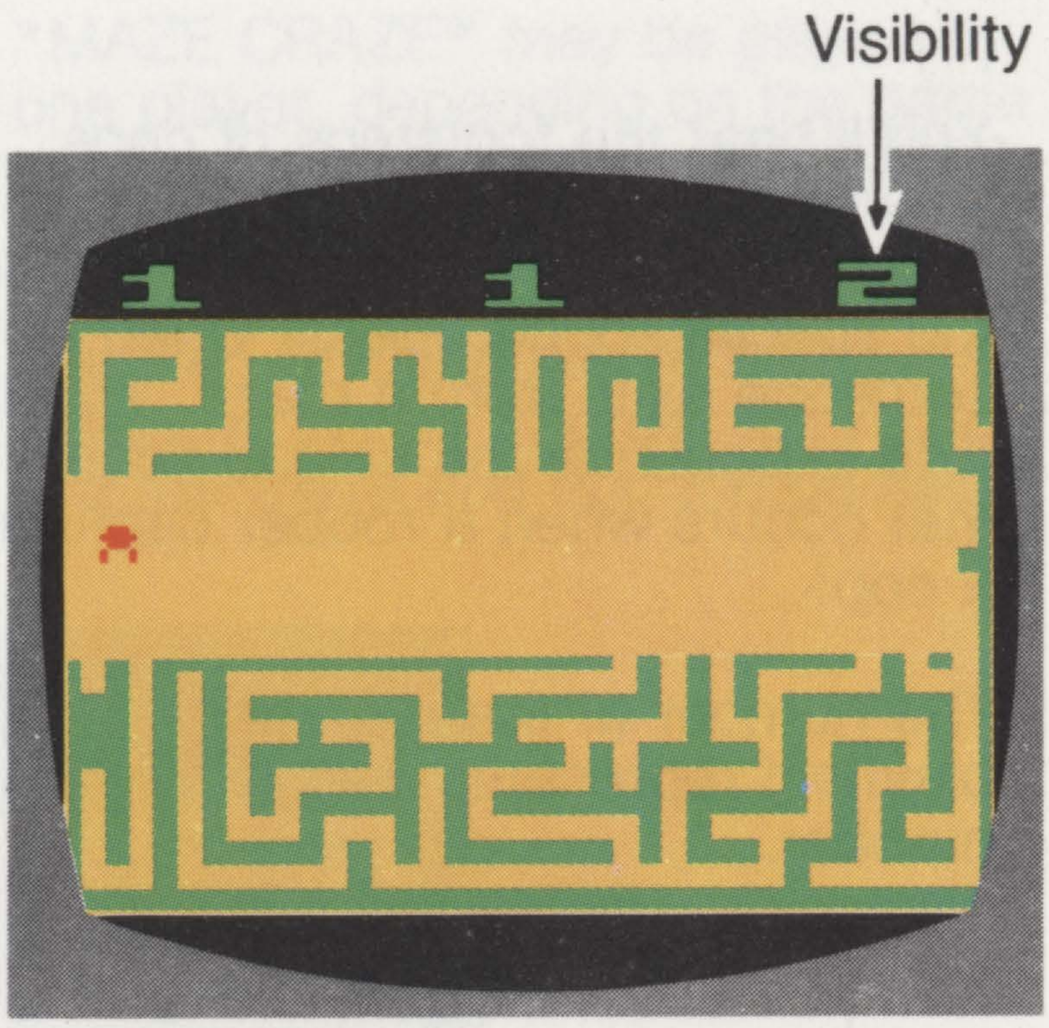
DIFFICULTY SWITCHES

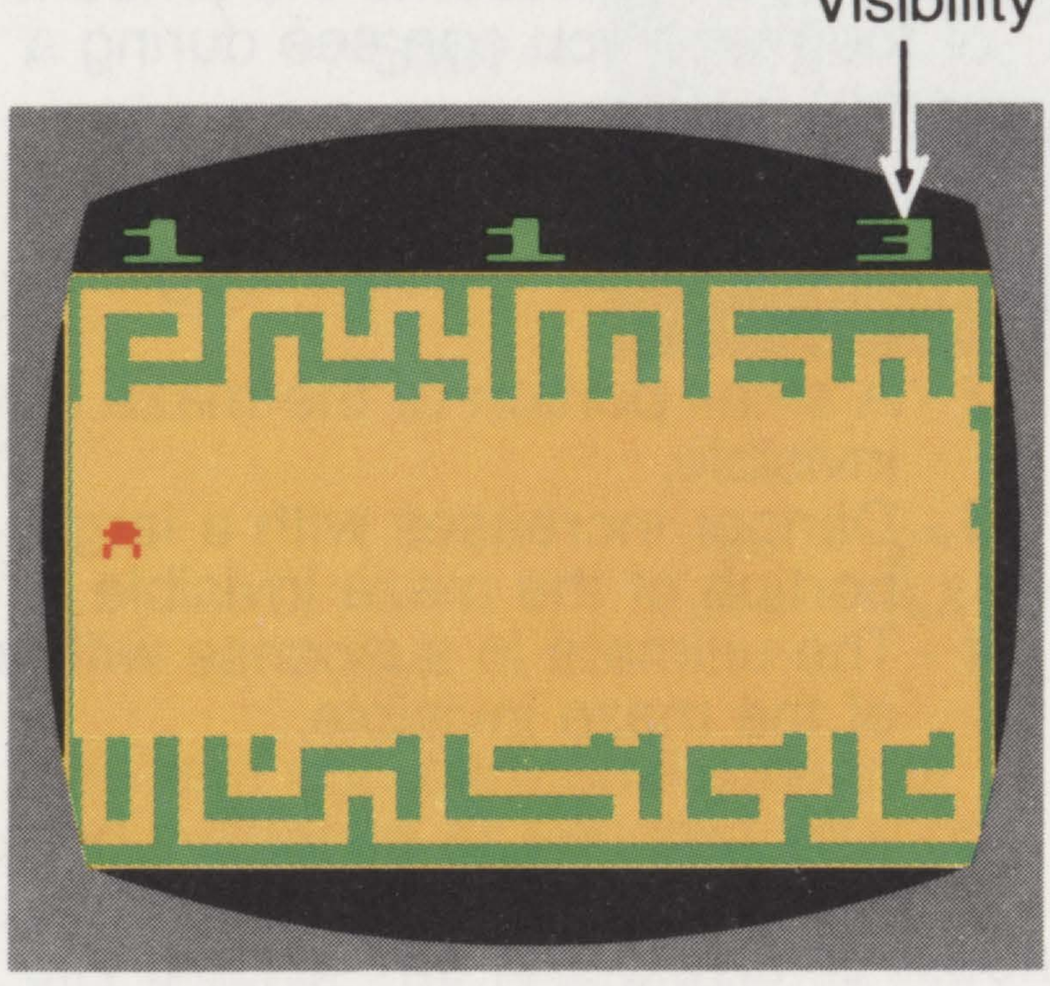
In the **a** position, your cop moves at the same speed as the robbers. In the **b** position, your cop moves faster than the robbers. The left player uses the **left difficulty** switch; the right player uses the **right difficulty** switch.

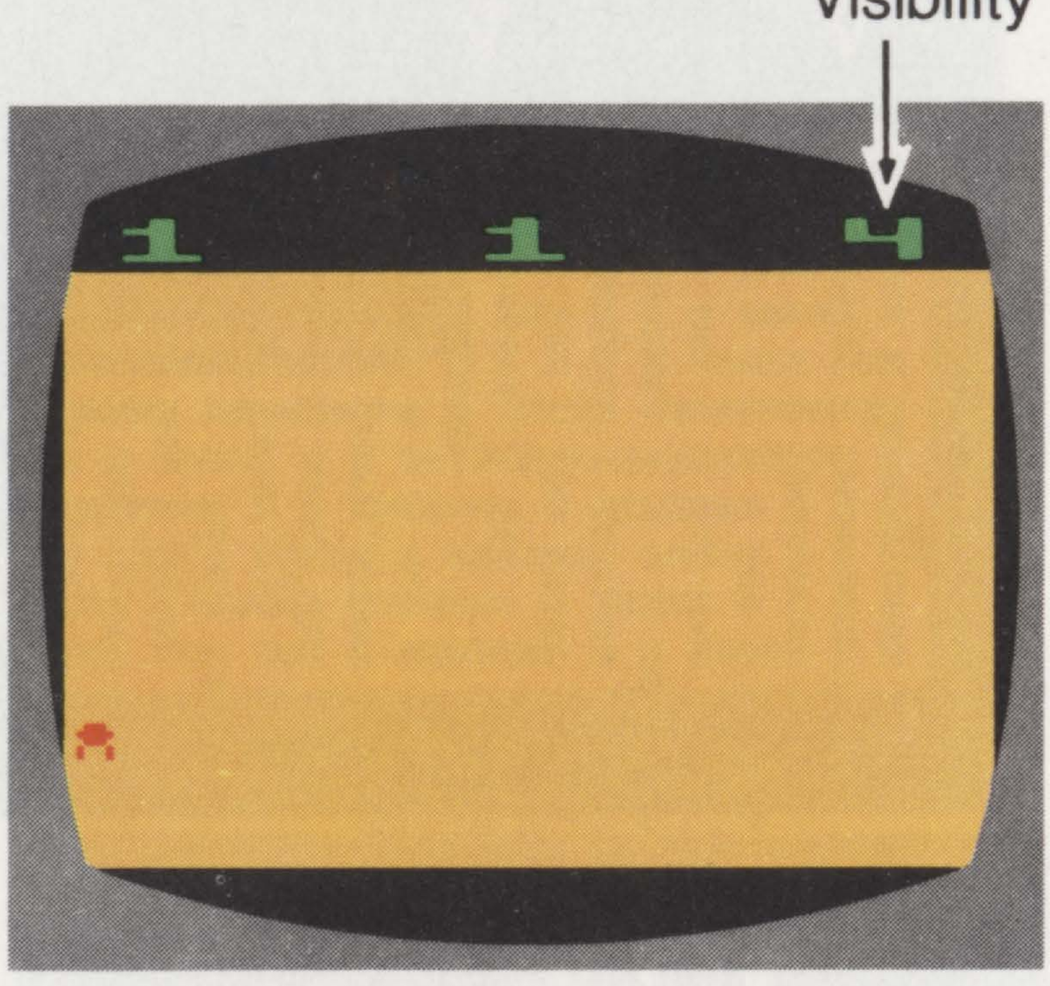
TV TYPE SWITCH

Set this switch to **color** if you have a color television set. Set it to **b-w** to play the game in black and white.









When a cop exits any of the invisible mazes, the maze appears on the screen. To select a game number, speed and visibility, press the **game select** switch. All of the available game numbers and visibility numbers will appear for each speed beginning with speed number one. Continue to press the switch until the combination of speed, game and visibility you desire appears at the top of the screen.

SCOUTS - During invisible mazes, your cop has a partner or scout who moves ahead of him. The scout randomly leads the way, but you are free to ignore his suggestions.

NOTE: All of the 16 **MAZE CRAZE** games have four visibility options. **GAMES 6** and **7** feature additional variations. **GAMES 6** with visibility **1** is a **5 ROBBERS** Game Variation. **GAME 6** with all other visibilities is a **PLAYER PEEK** Game Variation. **GAME 7** with visibility 1 combines the **5 ROBBERS** and **TERROR** Game Variations. **GAME 7** with all other visibilities is a **SCOUTS** Game Variation. All other games allow you to choose your visibility options. *See* **GAME SELECT MATRIX** *for game variations*.

5. GAME VARIATIONS

Each game offers different variations or features which can assist or hinder you in finding your way out of the maze.

CAPTURE - You must become a hero and capture three robbers before you win the game. To do this, move your cop toward the robber and make contact. During games that feature **CAPTURE**, color coded bars appear for each player at the top of the screen. Each time you capture a robber, the appropriate bar disappears. (Blue bar = blue robber)

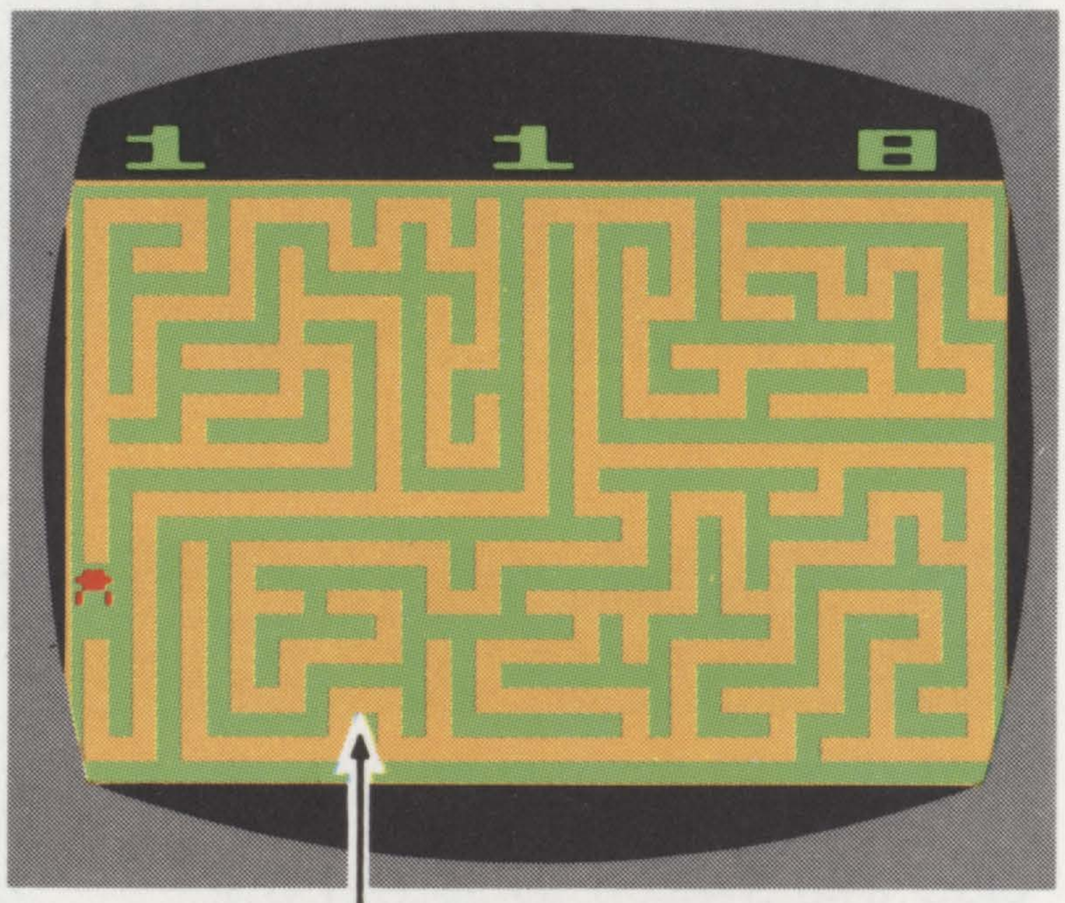
2, 3 OR 5 ROBBERS - Depending on the game you're playing, two, three or five robbers appear on the right side of the screen. They will be lurking around corners waiting for you. If they touch you, you automatically are knocked out of the game and lose.

WOUNDS - You're paralyzed after robbers touch you. Only after a few moments will you regain strength, and then you can gradually move at your normal speed.

NOTE: A wounded cop continues to move in the same direction that he was headed when wounded. Only at the next intersection can you change the cop's direction.

TERROR - Your cop cannot exit the maze until your opponent is knocked out of the maze by robbers.

BLOCKADE - Confuse your opponent by leaving a blockade resembling a dead end in the maze. He can go through it, of course, but blockades can be useful strategy. Press the red controller button to leave a blockade. When you set up a new blockade, the previous one disappears.



Blockade

AUTOMATIC PEEK - This is your way out of the darkness! During invisible mazes or blackouts, the computer flashes the complete maze on the screen every few seconds. Try to recognize the way out before your opponent.

PLAYER PEEK - During invisible games, a player can peek at the complete maze by pressing the red controller button. The maze remains on the screen momentarily.

6. GAME SELECT MATRIX

Game Number	1	2	3	4	5	6		7		8	9	10	11	12	13	14	15	16
						Visibility 1	Visibility 2, 3, 4	Visibility 1	Visibility 2, 3, 4									No Game Variations
2 Robbers		■									■	■			■			
Capture				■						■				■		■		
3 Robbers			■		■								■				■	
5 Robbers						■		■										
Auto Peek	■			■										■			■	
Player Peek		■	■				■			■					■	■		
Wounds					■										■			
Blockade										■			■					
Terror								■				■	■				■	
Scouts									■									

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